

WAVE JUMPER

OWNER'S MANUAL — Please read before using this equipment.

Easy-to-Control Jet Ski Racer!

Your RadioShack Wave Jumper can make you a winner! Built to $\frac{1}{20}$ scale, your Wave Jumper can reach speeds of up to 100 feet per minute. The Wave Jumper comes in two frequencies (27 MHz and 49 MHz) so you can race with a friend. Check your Wave Jumper's box to see which frequency the boat uses.

Note: The Wave Jumper is not designed to be used in oceans, rivers, lakes, or streams. For the best results, use the Wave Jumper in a pool.

You need these items (not supplied) to power your Wave Jumper.

- six AA alkaline batteries for the boat
- one 9V battery for the transmitter

The Wave Jumper is perfect for beginning racers, ages 6 and up.

THE FCC WANTS YOU TO KNOW

Your boat or transmitter might cause TV or radio interference even when it is operating properly. To determine whether your boat or transmitter is causing the interference, turn off your boat and release the transmitter's control levers. If the interference goes away, your boat or transmitter is causing it.

Try to eliminate the interference by:

- moving your boat and transmitter away from the TV or radio
- contacting your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your boat.

Changes or modifications to this product not expressly approved by RadioShack, or operation of this product in any way other than as detailed by the Owner's Manual, could void your authority to operate this product.

INSTALLING BATTERIES

Warning: Dispose of batteries promptly and properly; do not bury or burn them.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable) or rechargeable batteries of different capacities.
- If you will not be using the boat for a week or more, remove the batteries from both the transmitter and the boat. Batteries can leak chemicals that can damage electronic parts.

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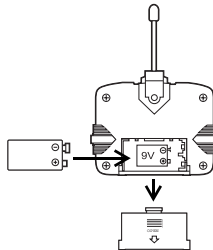
- Never leave dead or weak batteries in the transmitter or the boat.

In the Transmitter

The transmitter requires one 9V battery. For the best performance and longest life, we recommend a RadioShack alkaline battery.

1. Slide the battery compartment in the direction of the arrow to remove it.

2. Put the battery in the compartment as indicated by the polarity symbols (+ and -) marked inside.



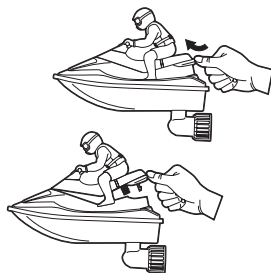
3. Replace the cover and press it down to snap it shut.

When the transmitter's range decreases, replace its battery.

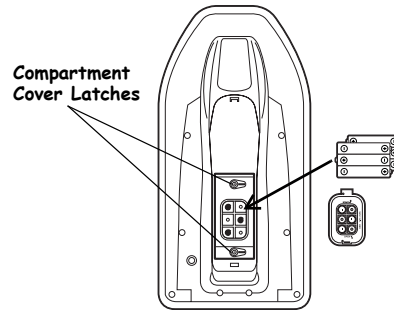
In the Boat

Your Wave Jumper requires six AA alkaline batteries for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

1. Press the boat's **ON/OFF** switch to turn the boat off.
2. Press the seat-plate and pull it up to remove the seat.



3. Turn the battery compartment cover's latches in the direction of the arrows until they stop, then lift the cover open.



4. Install the batteries in the compartment as indicated by the polarity symbols (+ and -) marked outside the compartment.
5. Close the battery compartment cover and turn the latches to secure the battery compartment.
6. Place the tab on the seat-plate in the slot at the front of the boat. Press the seat-plate down so it snaps shut.

Notes:

- Make sure the seat is fixed on the body of the boat before putting the Wave Jumper on the water.
- If the Wave Jumper moves slowly or not at all, replace the Wave Jumper's batteries.

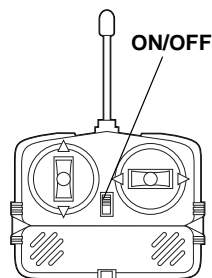
SAILING THE WAVE JUMPER

Warnings:

- Do not use your boat in strong currents, in salt water, or in any body of water with large waves.
- Never touch the propeller while it is spinning, and never put your fingers near the propeller when the boat is turned on.

- Never play with your boat in thunderstorms or strong winds.
- When the boat goes outside the transmitter's control range, it stops. Hold the transmitter as high as possible with the antenna vertical to try to re-establish contact. If you cannot, you must move closer to the boat to control it again, but be careful not to wade into deep water or strong currents!

1. Press **ON/OFF** on the left side of the seat to **ON** and put the boat in the water.
2. Slide **ON/OFF** on the transmitter to **ON**.



3. Use the transmitter's control levers to move and steer the Wave Jumper.

Left Control Lever:

- Push forward to move forward.
- Pull backward to move back.
- Release to stop.

Right Control Lever:

- Push left to turn left.
- Push right to turn right.
- Release to go straight.

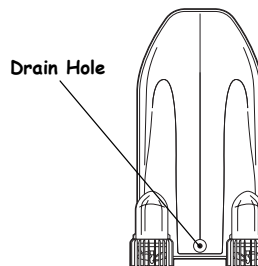
Caution: Keep the Wave Jumper away from grass growing in the water and other debris that could cause propeller damage. These items can jam the Wave Jumper's propeller and stop the boat.

Notes:

- The right control lever only operates while the boat is moving forward or backward.

- As the batteries begin to weaken, the boat slows down. Guide the boat to shore as soon as you notice it slowing down.

4. When you finish playing, take the boat out of the water and press its **ON/OFF** button, then slide **ON/OFF** on the transmitter to **OFF**.
5. Remove the supplied plastic rod from under the driver's seat. Insert the narrow end of the rod into the rubber grommet in the drain hole to drain water from the hull.



6. Dry the boat thoroughly before you store it. Leave the boat's battery compartment cover open while it is in storage to allow moisture to evaporate.

Caution: Do not leave your boat in the water when you finish playing. Water might seep into the hull and damage electronic parts.

HELPFUL HINTS

- Running your boat continuously for long periods generates high heat levels, which causes wear and tear on the motor. To keep heat levels down, when your boat's batteries run down, let the boat cool at least 10 minutes before installing new batteries.
- If the boat moves slowly and you have installed fresh batteries, check the propeller mechanism for debris.

- If someone uses a CB nearby, it might interfere with control of the boat. If this happens, move the boat and transmitter away from the CB.
- You cannot operate the boat near devices with transmitters that use the same frequency (27 MHz or 49 MHz). Check the Wave Jumper's box to see which frequency your boat uses.

CARE

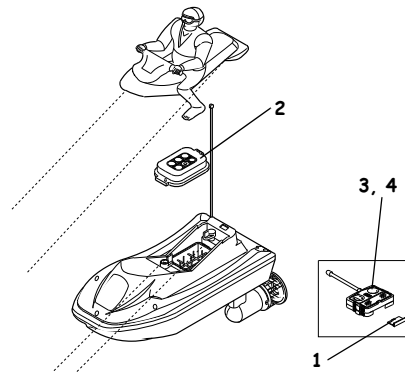
Keep the boat dry; if it gets wet, wipe it dry immediately. Use and store the boat only in normal temperature environments. Handle the boat carefully; do not drop it. Keep the boat away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the boat's internal components can cause a malfunction and invalidate its warranty. If your boat is not performing as it should, take it to your local RadioShack store for assistance.

USER-REPLACEABLE PARTS

You can order these replacement parts for your boat at your local RadioShack store.

Ref. #	Description	RSU #
1	Transmitter Battery Door	12175717
2	Receiver Battery Door	12175642
3	Transmitter (27 MHz)	12258307
4	Transmitter (49 MHz)	12258315
5†	Service Manual	12258125
6†	Owner's Manual	12258182



†Not Shown in exploded view.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you. In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, crash, collision, impact, violent contact, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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